

ASL2: Mila 18

by Pete Palmer and John Knowles

Rating: 55/45 Pro Partisan[Under ABS: 55/45 Pro German]

Attraction:

The pure diversity of the two forces involved. On one side, the SS who have Range, Firepower and Leadership as their forte, and on the other, The ZOB, who have MOL, Stealth, Sewer Movement and HIP as their strengths.

It's a case of brute force against finesse, with not a Support Weapon counter between them. In some respects this scenario is a great way to learn those areas of the rulebook that will stand a player in good stead for the ASL Nirvana that is Red Barricades.

Partisan Advantages: Morale, HIP, SAN, MOL, Sewer Movement, Stealth.

All these factors add up to a side that is well suited to Ambushing and CC, which is bound to keep the Partisans German adversary on his toes! With the absence of Armour, the partisan player should go for MOL every chance he has.

Partisan Disadvantages: Ammunition Shortage, size of area to defend.

Taking a quick look at the comparable Firepower factors, it is easy to see that a knock-down, drag it out firefight is not in the best interests of the partisan player.

Despite the fact that the Partisan player must defend a large area, it is imperative not to spread out too much, the Germans need to mop up so much of the area that when the partisans are forced to fight, they should make the final defence a scary prospect from strength.

Partisan Defense:

As the Partisan player, make sure that you set-up the majority of your force on Sewer locations that are within close proximity of one another [3-4 hexes], usually in groups of 2 squads. While this can mean violating the Cardinal Rule of ASL: Don't Stack, it allows you reasonable FP when it is necessary.

Your main tactic should be to go for Ambushes vs German HS [they will be deployed] in CC, and kill the enemy before he is able to bring his main force to bear. Remember that enemy Squads on 3-way road junctions are on a sewer location, and man those nearby sewers!

Avoid firefights at all costs until there is no further option. Once the Germans are aware of the partisan positions, a competent German player will quickly outflank you and render your forces helpless in the face of superior fire.

With these thoughts in mind, here is a set-up that we believe reflects the points made above:

L6: 3-3-7, 3-3-7

M4: 3-3-7, 3-3-7, 7-0

M9: 3-3-7

O8: 3-3-7, 3-3-7, 8-1

P2: 3-3-7, 3-3-7

S4: 3-3-7, 3-3-7, 8-0

Fortify Building O8

German Advantages: Leadership [1 leader per 2BD squads], Morale, Firepower, Range

These all indicate that the German player should win a pitched battle with relative ease, and if the opportunity arises, we suggest that you grab the moment with both hands.

Having so many leaders at your beck and call will allow you to react quickly to new situations as soon as they are noticed, as well as giving you the tactical flexibility of rapid redeployment and increased movement.

The High morale of 8 will really matter once the partisan player does fire at your units, and while you should expect losses, they will be far less than if you were using 7 morale troops.

German Disadvantages: Tough VC, Low ELR, Lax, Need to disperse.

At first glance it seems ASL suicide to attack an enemy which not only outnumbers you, but also gets to set up HIP! On top of that, any unit which mops up is unable to move. This will invariably split your squads into half-squads very quickly, and leave you well dispersed over the entire battlefield.

Avoiding CC must be your biggest concern as you are almost certain to be ambushed, given your lax status and the stealth of the ZOB.

Read the VCs carefully, and re-read the rules on Mopping-up and building control until you know them backwards. Nothing can lose you this scenario faster than not realising the correct way of satisfying the VC.

German Attack:

Deploy as quickly as possible. Cx on move 1, and only on Move 1. You must cover as much ground as possible using your half-squads. A good ratio of deployment is 12 half-squads and 4 squads, of which 2 squads are assigned to each -1 leader.

Use the Hs to Mop Up, and when any ZOB unit is discovered, rush the half-platoons [2 squads and the Leader] to the rescvue. The idea is not to have your scouts outside the ready reaction range of your main fireteams.

The two 8-0s can either be used as rally leaders, following along behind the scouts to keep the horde moving, or they can be used to help protect some of the HS from ambush situations.

Move quickly, don't be afraid to move in the open, for once ZOB forces are revealed, half your job is done, and it's only a matter of time before the ZOB falls. Make sure that you never end your movement phase on a sewer location [including those road junctions].

Conclusion:

With stealth and Guile, the ZOB defenders ambush the SS Thugs, realising that the chance of escape, let alone survival, is almost nil.

Not one of our favourite scenarios, mainly because of the nature of the historical background, Mila 18 as a scenario is good preparation for elements of Red Barricades. But at least one of us finds it very hard to even consider playing the SonderKommando troops and it feels almost abhorrent playing a game about this incident in history.